

## TITLE 65 STATE LOTTERY COMMISSION

**Emergency Rule**  
LSA Document #06-552(E)

DIGEST

Temporarily adds rules concerning scratch-off game number 854. Effective November 17, 2006.

**SECTION 1. The name of the scratch-off game is "Scratch-Off Game Number 854, Frosty The Doughman".**

**SECTION 2. Scratch-off tickets in scratch-off game number 854 shall sell for two dollars (\$2) per ticket.**

**SECTION 3. Play Symbols: A scratch-off ticket in Scratch-Off Ticket Game Number 854, Frosty The Doughman shall contain ten (10) play spots in a matrix of one (1) of two (2) columns with ten (10) rows located in the area labeled "YOUR NUMBERS" and two (2) play spots in the area labeled "WINNING NUMBERS". If a question arises as to the play symbol, the play symbol caption will be used for final clarification. The play symbol captions correspond with and verify the play symbols as follows:**

**Winning Numbers Play Symbols:**

<b>1</b> ONE	<b>2</b> TWO	<b>3</b> THR	<b>4</b> FOR	<b>5</b> FIV	<b>6</b> SIX	<b>7</b> SVN	<b>8</b> ECT	<b>9</b> NIN	<b>10</b> TEN
<b>11</b> ELVN	<b>12</b> TWLV	<b>13</b> THRTN	<b>14</b> FORTN	<b>15</b> FIFTN	<b>16</b> SIXTN	<b>17</b> SVNTN	<b>18</b> EGHTN	<b>19</b> NINTN	<b>20</b> THTY

**Your Numbers Play Symbols:**


<b>1</b> ONE	<b>2</b> TWO	<b>3</b> THR	<b>4</b> FOR	<b>5</b> FIV	<b>6</b> SIX	<b>7</b> SVN	<b>8</b> ECT	<b>9</b> NIN	<b>10</b> TEN	
<b>11</b> ELVN	<b>12</b> TWLV	<b>13</b> THRTN	<b>14</b> FORTN	<b>15</b> FIFTN	<b>16</b> SIXTN	<b>17</b> SVNTN	<b>18</b> EGHTN	<b>19</b> NINTN	<b>20</b> THTY	

**SECTION 4. Prize Symbols: Included in Scratch-Off Game Number 854, Frosty The Doughman are ten (10) prize symbols in a matrix of one (1) of two (2) columns in ten (10) rows in the area labeled "PRIZE". If a question arises as to the prize symbol, the prize symbol caption will be used for final clarification. Prize symbol captions correspond with and verify each of the prize symbols as follows:**

<b>\$1.00</b> ONE	<b>\$2.00</b> TWO	<b>\$3.00</b> THREE	<b>\$4.00</b> FOUR	<b>\$5.00</b> FIVE	<b>\$10.00</b> TEN	<b>\$20.00</b> TWENTY
<b>\$25.00</b> THY FIVE	<b>\$40.00</b> FORTY	<b>\$50.00</b> FIFTY	<b>\$100</b> ONE HUN	<b>\$400</b> FOUR HUN	<b>\$1,000</b> ONE THOU	<b>\$10,000</b> TEN THOU

**SECTION 5. Retailer Validation Codes: The retailer validation code verifies instant winners of "\$2", "\$4", "\$5", "\$10", "\$20", "\$40", "\$100", and "\$400". The retailer validation code that corresponds with and verifies each of these winners is as follows:**

**\$2 = TWO**  
**\$4 = FOR**  
**\$5 = FIV**  
**\$10 = TEN**  
**\$20 = TWY**  
**\$40 = FRY**  
**\$100 = HUN**  
**\$400 = FRH**

**SECTION 6. How to Win:** A prize winner in the Scratch-Off Game Number 854, Frosty The Doughman is determined by removing the entire scratch-off material from the play area on the front of the ticket to reveal a total of twenty-two (22) play and prize spots. Included are ten (10) play spots in a matrix of ten (10) rows and located on the left column labeled "YOUR NUMBERS"; ten (10) prize spots in a matrix of ten (10) rows and located on the right column labeled "PRIZE"; two (2) play spots are located in the area labeled "WINNING NUMBERS". Neither the retailer validation code (or any portion thereof), the pack-ticket number (or any portion thereof), nor the validation number (or any portion thereof) are play symbols or prize symbols and are not usable or playable as such. If the holder matches any of "YOUR NUMBERS" play symbols with either of the "WINNING NUMBERS" play symbols, the holder is entitled to win the prize shown for that number. If a "  " symbol (snowman) is revealed, the ticket holder is entitled to win the

prize amount shown automatically.

**SECTION 7. Prize Structure:** The possible winning prize combinations are as follows:

Get	Prize Amount	Estimated Number of Prizes in Game*
1 - \$2	\$2 (two dollars)	180,000 prizes
2 - \$1 + 1 - \$2	\$4 (four dollars)	108,000 prizes
1 - \$4	\$4 (four dollars)	36,000 prizes
1 - \$2 + 1 - \$3	\$5 (five dollars)	27,000 prizes
1 - \$5	\$5 (five dollars)	9,000 prizes
5 - \$2	\$10 (ten dollars)	13,500 prizes
10 - \$1	\$10 (ten dollars)	4,500 prizes
5 - \$1 + 1 - \$5	\$10 (ten dollars)	4,500 prizes
1 - \$10	\$10 (ten dollars)	4,500 prizes
10 - \$2	\$20 (twenty dollars)	4,500 prizes
5 - \$1 + 1 - \$5 + 1 - \$10	\$20 (twenty dollars)	2,250 prizes
1 - \$20	\$20 (twenty dollars)	2,250 prizes
10 - \$4	\$40 (forty dollars)	2,250 prizes
6 - \$5 + 1 - \$10	\$40 (forty dollars)	1,500 prizes
1 - \$40	\$40 (forty dollars)	1,500 prizes
10 - \$10	\$100 (one hundred dollars)	780 prizes
5 - \$20	\$100 (one hundred dollars)	600 prizes
2 - \$25 + 1 - \$50	\$100 (one hundred dollars)	600 prizes
1 - \$100	\$100 (one hundred dollars)	600 prizes
10 - \$40	\$400 (four hundred dollars)	150 prizes
1 - \$400	\$400 (four hundred dollars)	150 prizes
4 - \$25 + 6 - \$50	\$400 (four hundred dollars)	150 prizes
10 - \$100	\$1,000 (one thousand dollars)	15 prizes
1 - \$1,000	\$1,000 (one thousand dollars)	15 prizes
1 - \$10,000	\$10,000 (ten thousand dollars)	6 prizes

Total value of all prizes\*: \$2,304,000

Prize payout: 64.00%

Overall odds: 1 in 4.45

\*The number and total value of prizes in this game are based on an approximate print quantity (-3% /+1%) of one million eight hundred thousand (1,800,000) tickets. Should the print quantity be changed for production of this game or subsequent reorders, the ratio of prizes and total value of all prizes to print quantity will be proportionately maintained and the overall odds and prize payout percentage will remain the same.

Prizes subject to prior sales.

**SECTION 8. Applicable Rules:** Indiana Administrative Code: [65 IAC 4-205](#) Validation of Tickets.

**SECTION 9. The last day to claim a prize in Scratch-Off Game Number 854, Frosty The Doughman is**

SECTION 10. **This document shall expire July 31, 2008.**

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